

Chapter 4, lesson 61, make a render

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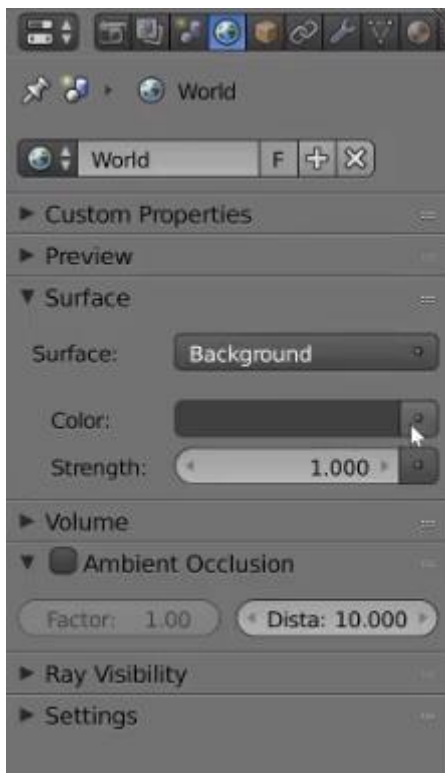
The building is now ready to be rendered. Hopefully you have taken your time to go through the modelling, texturing, shading and UV-unwrapping with care so that you have now ended up with a result that you can be happy and proud of.

The process can be long and tedious at times but also very rewarding both along the journey and when you lean back and the last square of your image has rendered.

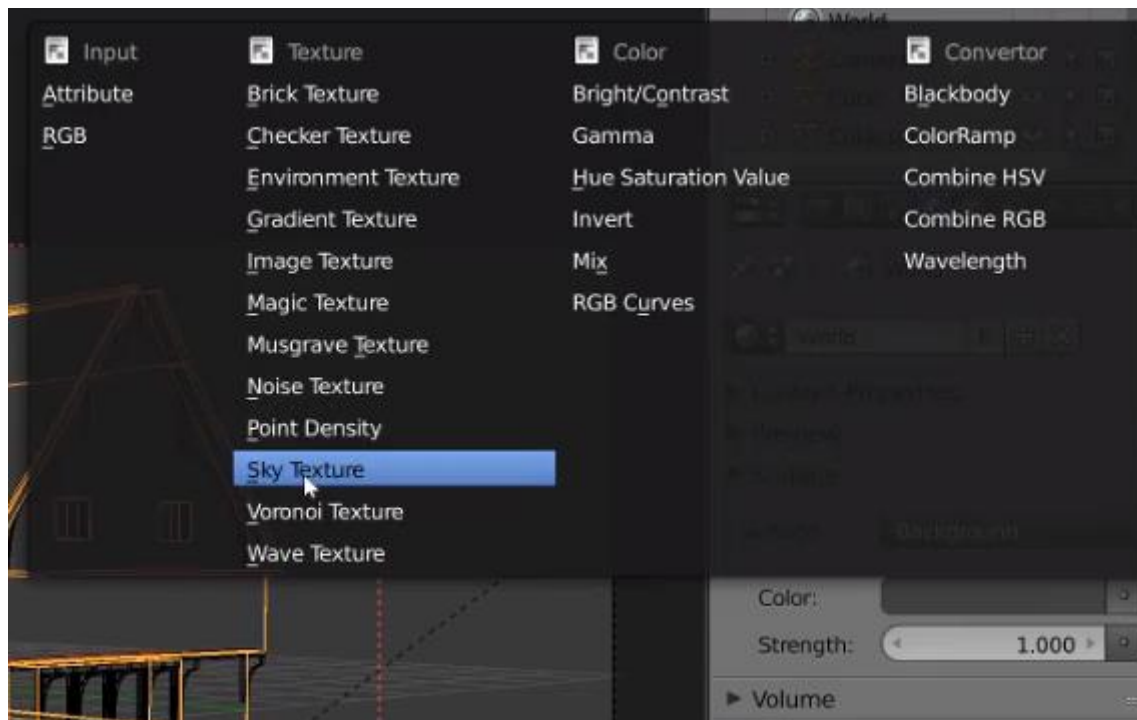
To get a slightly more realistic render of our building you can add a sky texture. Go to the world tab in the properties panel.



Hit "Use nodes". Press the dot next to "color".



Select “sky texture” from the alternatives that you are presented with.



Then go to rendered shading and you will have a basic sky in your scene to light it.

This is the end of this chapter. The following chapters are bonus chapters to create a plaster material and a low poly version of our building that is more suitable for game engines. So, check that out if you are into real time with Unity. If not, the chapter 5 is right ahead.